



revised

Page 3: Aliens: The name 'Kafers' should be spelled 'Kaefers'

Page 14: Mars: UWP should be C410566-9

Page 14: The Asteroids: UWP should be D000675-A

Page 19: France: UNP code for France itself should be B8998A9-C Ri In 1 7

Page 20: France: UNP should be B8998A9-C Ri In 1 7. Colonies: Add in 'Adlerhorst'

Page 21: Germany: UNP should be B899748-C Ri In 5 6

Page 22: Manchuria: UNP should be CA678A9-B 9 6

Page 22: Arabia: UNP should be C976749-A 2 1 Ri

Page 22: Argentina: UNP should be C988746-C 7 2

Page 23: Australia: Colonies should read 'Huntsland, New Canberra, Botany Bay, Kingsland'

Page 23: Azania: UNP should be C986845-B 1 2

Page 23: Brazil: UNP should be C967847-B 4 2

Page 23: Canada: UNP should be C966748-C Ri 3 2

Page 24: Inca Republic: UNP should be C954787-9 Ag 1 2

Page 31 L5: UWP should be B06346A-C

Page 31 L4: UWP should be B06257A-C

Page 31: Luna: UWP should be B30067A-B

Page 33: COLONIAL HISTORY: paragraph 6 says population of Tirane is 1.2 billion while the 'Colonies and Nations' section on the same page says population of 1.4 billion. Change population under Colonies and Nations to 1.2 billion.

Page 35: New Canberra: UCP should be C687746-B Ag Ri 6 0

Page 40: New Canberra: UCP should be C687746-B Ag Ri 6 0



Page 41: Settlement List: The UWP for Britain's Crater colony should be B751666-9

Page 41: Settlement List: The UWP for Canada's Eriksson should be changed to X745100-0 and listed as an 'Outpost', not a colony

Page 41: Settlement List: The UWP for France's Nous Voila colony should be DA65643-9

Page 41: Settlement List: The UWP for Germany's Dunkelheim colony should be B441544-A

Page 41: Settlement List: The UWP for Germany's Hochbaden colony should be B4100648-C

Page 41: Settlement List: Delete line for Germany | Alpha Centauri | Colony | Freihafen | 1.01 | A867977-C

Page 42: Settlement List: Haifeng: Change UWP to X76A100-8

Page 60: NOUS VOILA: UCP should be D656643-9 Ag Po 4 0

Page 60: DUNKELHEIM: UCP should be B454544-A page62: Hochbaden UWP should be B4100648-C

Page 69: SYUHLAHM: UWP should be B867675-A Multiple colonies from different governments.

Page 81: THE CANADIAN ENCLAVE: The UCP should be X099366-C 7 0

Page 85: REBCO SAR: Scope of Operations: Delete the words 'Kaefer homeworld'

Page 107: NEW SKILLS AND SKILL MODIFICATIONS: Delete 'and Feats'

Page 112: THE PENTAPODS: MOD: Sentence #2 should read '... the lower higher their Mod characteristic' An unmodified Pentapod, or a base model, would have a mod of 0. In general, the higher the Mod rating, the harder it is for the unit in question to relate to alien species, though some exceptions apply.

Page 113: Stark: Add this after homeworld and before world name: B767977-C

Page 115: Home of the Mother: Add this after homeworld and before world name: E667700-2

Page 114: Cassel: Skills: Should read '...Steward 1, Zero-G 1'

Page 116: Xiang: End of Physical section: Xiang live in a complex symbiotic relationship with their 'Dirt Mother' a sessile, plant-like creatures that sustains a Xiang when it is younger, and which the Xiang cares for until it dies as the Xiang enters middle age. While not considered sentient, the Xiang appears to gain some insights from their association with the dirt mother.

Page 116 Kaefer Stats: Add the following section: Typical Kaefer NPC stats are as follows:

STRENGTH: 8 DEXTERITY: 8 ENDURANCE: 12 INTELLIGENCE: 2/8 EDUCATION:- SOC:-

Traits: -/Fast-1, Tough-1/Tough-2, - /Coolness Under Fire, Armour-1 (carapace).

Characteristics, Traits and Skills before the slash are for an unaroused Kaefer, while after the slash are for one fully aroused.

Skills: Gun Combat (Rifle) 0/2, Tactics 0/1, Stealth -/2, Melee 1 /2

These values will vary considerably from individual to individual, but these can be used as a starting point. Kaefer intelligence is low until shortly after combat begins, then jumps by 6 points or more. Not all Kaefer have base intelligence values of 2; officers and some other veterans may have basic intelligence values of as high as 4 or 6, and very rare individuals may have values of 8 or 10 all the time. Kaefer intelligence is never raised above 12 during combat, however.

This change in the combat abilities of Kaefers will last for as long as they remain under fire, and for approximately 30 minutes after the battle ends. If Kaefers are actively pursuing a human force, they will maintain high tactical and intellectual abilities so long as the humans remain in sight, and, again, for 30 minutes afterwards. After 30 minutes have passed with no humans in sight and no incoming fire, they revert to the same intellectual levels they exhibited before the engagement began. The reason for this change is inherent in Kaefer physiology and psychology. The referee should endeavour to present Kaefer behaviour naturally, in an offhand manner; their behaviour is a clue to their makeup, but the referee should use a subtle hand in presenting Kaefer peculiarities to the players. Kaefer psychology is, in fact, a puzzle which the players will have an opportunity to solve.

Page 123: SUBDERMAL IMPLANTS: Subdermacalc: ‘...provides the Natural Compass Feat Trait...’

Page 132: EQUIPMENT: WILDERNESS SURVIVAL GEAR: Cold Climate Clothing, Advanced: ‘...maintain a stable temperature down to temperatures of -30°C

Page 139: PERSONAL POWER: Fuel Station: ‘...each panel generates produces one kilogram of liquid hydrogen...’

Page 144: Melee Weapons: Shock Baton Effect: ‘A character struck by a shock baton must make’

Page 144: Melee Weapons: Puke Stick/Shock Baton/Shock Glove: ‘The effect lasts for Effect Damage X ...’ A clarification.

Page 146: FTE-10: Final Mass(loaded) is 13.3kg

Page 146: Table of Weapons: Sk19 Auto should be ‘6’

Page 146: Table of Weapons: AS89: Auto should be ‘4’ Mass(loaded):4.3kg

Page 146: Table of Weapons: FAM-90: Auto should be ‘6’ Magazine: 60

Page 147: Table of Weapons: M-2: Magazine: 30

Page 151: MG-7: Magazine Mass: 1kg (drum), 0.6kg (cassette)

Page 152: Wu-Beijing Type 381 machine gun: Mass (empty): 7kg

Page 152: Table of Weapons: Type 381, Auto should be ‘6’

Page 152: Table of Weapons: M-600, Auto should be 10

Page 154: SVB: Magazine 7 pulses

Page 154: Table of Weapons P-3 Auto should be ‘4’

Page 154: Table of Weapons: Luce7: Magazine: 12

Page 155: Table of Weapons: Type 21-F: Mass(loaded) 13.6kg

Page 156: Table of Weapons: P-3: Mass(loaded) 2kg

Page 158: Table of Weapons: GW-12: Mass(loaded) 5kg

Page 157: Table of Weapons: AS-3: Mass(loaded) 2.5kg .

Page 158: Table of Weapons: 30mm Beanbag Round: Remove this section

Page 158: 30mm Flechette Propelled Grenade: Replace text with: The round turns the grenade launcher into a giant shotgun, firing fin-stabilized darts. A grenade launcher using this round use the Shotgun range category, and fires as if had an Auto Value of 4. Flechettes are half-damage when used against individuals wearing rigid armour.

Page 159: 30mm Splash Round: remove this section

Page 159: Table of Weapons: Concussion: Damage: 6d6 stun

Page 160: Table of Weapons: Antichar-14: Mass(loaded) 15kg

Page 158: Table of Weapons: ~~Panzerfaust~~ Panzerfaust 93

Page 163: Military Armour: Full-body Rigid Armour: ‘...it lacks the cooling layer and other’

Page 173: CIVILIAN VEHICLES: Family Car, Range Truck, and Utility Van: Armour =4

Page 185: BH-21 Combat Walker:

TL	11
Slots	18/2
STR Modifier	+4
DEX Modifier	-3
Armour	22
Duration	15 hours
Cost	Lv147,150
Speed	4/20
Shipping Size	0.15 tons

Modifications: Basic Sensors (+0), Basic Comms, Basic Navigation, Rad Sensors, NBC Protection, Smoke Discharger (6 reloads), Prismatic Aerosol Discharger (6 reloads), Enhanced Visual Sensors, Enhanced Audio Sensors, Increased Duration (+40,000), Survival Pack, Food/Water Pack

Weapons: PGMP Mk2A3 in left arm, 9mm Gatling (DunArmCo M-600) on right shoulder

Defences: Belt-based Anti-missile system

Page 186: Manchurian Type A-6:

TL	11
Slots	22/0
STR Modifier	-
DEX Modifier	-
Armour	22
Duration	6 hours
Cost	Lv110,800
Speed	8
Shipping Size	0.8 tons

Modifications: Basic Communications (Encrypted), Basic Navigation (+1), Basic Sensors (+0), NBC Protection, Swimmer, Laser Designator, Manipulators, Computer/4

Armament: Type 17 plasma gun in turret, 2 2-Slot Packs, normally loaded with Burst Packs

Defences: 3 smoke, 3 prismatic aerosols, gun-based antimissile system in turret

Page 188: Battledress – remove this entire section, including the Walker Vehicles part

Page 194-195: table ‘Base Flight Times to Low Orbit’ can yield very different results than what is on page 260-261 TIME TO ORBIT/ TRAVEL TIME, FROM ORBIT. Players should first agree on which formula to use before game play.

Page 202:Solar Power: Replace the entire section;

Extendable solar panels provide backup power for a vessel's power plants. They are sometimes installed in scout or mining ships, giving them greater range and endurance.

SOLAR PANEL SIZE

Solar Panel Tech Level	Rating	Size	Cost
10	1	0.25	0.2
11	1	0.2	0.3
12	1	0.15	0.4

Much like batteries, solar panels are installed in banks of cells, with each cell equivalent to an sA power plant. To provide minimal power to a ship for station-keeping, life support, and survey purposes, one cell is required per 50 tons of ship. If used to provide power, 50 sA cells equals an 'A' rated power plant, which is the maximum for solar cells. The size and cost of solar cells varies by tech levels.

Page 203 Chemical Batteries: Replace entire section;

Batteries are installed in banks of cells, and can be reconfigured as needed by a qualified Engineer. Each cell in a bank is the equivalent of either a sA powerplant, an sF powerplant, or an A , each with a duration of 1 hour. Each additional cell either increases the duration by an hour, or increases the power plant rating. The size and cost of the cells varies by tech level.

Class sA Cell	Rating	Size	Cost
TL 10	1	0.004	0.02
TL 11	1	0.003	0.04
TL 12	1	0.002	0.06

Class sF Cell	Rating	Size	Cost
TL 10	10	0.04	0.2
TL 11	10	0.03	0.4
TL 12	10	0.02	0.6

Class A Cell	Rating	Size	Cost
TL 10	50	0.2	1
TL 11	50	0.15	2
TL 12	50	0.1	3

Batteries can be ranked into banks with a rating of up to J, which requires either 10 A cells, 50 sF cells, or 500 sA cells.

Page 203 Cockpit or Control Cabin: Change paragraph #2, sentence #2 to read 'The cockpit or control cabin includes a 'basic civilian' electronics suite.

Page 209 Fuel Processors: Replace with: Note that fuel cells and MHD turbines use both hydrogen and oxygen, so only water and ice are suitable as a raw fuel source. Fuel processors use external power, typically from a solar array, to crack water into hydrogen and oxygen. Ice would have to be melted before it could be used in a fuel processor. One ton of fuel processing equipment can convert 10 tons of water into 10 tons of fuel every day. Each ton of fuel processor costs Lv10,000.

Page 210: Under Screens, add: Reloads take up 50% the size of the launcher, and cost 20% of the cost of the launcher.

Page 210: Comfort Rating Table, Luxury Dining and No Gravity should be 0, not -1

Page 220 AB.400: Entries missing for Computer (presumably Model 1) and Electronics/Sensors (presumably 'Standard'). Increase the cost of the ship by 0.03. Maintenance cost should be 0.001MLv/month.

Page 222 OVL-22: Computer type should be 'Model 1', cost 0.03. Electronics type should be 'Standard'. Cost of the Cockpit should be 0.2. Final cost should be 12.43

Page 224 CIT-III COMBAT LANDER: Fuel is 23.5 tons, leaving 10.1 tons for cargo. Cost of the cockpit should be 0.7, cost of the Radiation shielding should be 7, cost of the Stealth should be 7, cost of the VTOL should be 8.125, making final cost 37.095MLv. Maintenance cost should be 0.003 MLv/month.

Page 226 Beanstalk Passenger Capsule: Cost for Standard streamlining is 0, making final cost be 5.01MLv Maintenance cost should be 425Lv/month.

Page 228 Thorez: Add this table;

Bridge	10
Engineering	3
Steward	1

Page 228 Thorez: Hull cost should be 4, Hybrid lifting body 2, Heat shielding 2, STOL 0.8 , making final cost 17.58MLv. Maintenance cost should be 1400Lv/month.

Page 231 Anjou: Life Support cost should be 50,000Lv/month.

Page 234 SSV-21: Spin Habitat: Spin Capsules should have size of 24.8 and a cost of 1.24, thus making cargo 93.6 tons and final cost be 119.93MLv. Life Support cost should be 62,000Lv/month.

Page 237 SLV-50: Lifting Body Size and cost should be 1, VTOL cost should be 0.875MLv.

Page 239 City class Liner: There are 9 Libraries installed. Cost for the Double hull should be 17.03. The gravity on the ship is 0.02G. Maintenance cost should be 62,000Lv/month. Life Support cost should be 828,000Lv/month.

Page 240 Astral –class bulk carrier: Ship comfort rating should be [+0 for Standard staterooms at Weak (Spin capsules, 15m radius, 1 RPM, 0.02G) Gravity +1 for Library + 1 for Theatre =] +2 Crew stat table: Change ‘Students’ to read ‘Passengers’. Spin Capsules should have size of 24 and a cost of 1.2. Life Support cost should be 62,000Lv/month.

Page 242 Cutter: Life support cost should be 0.

Page 244 Martel: Software should be ‘Stutterwarp/C’. Cost of the computer should be 2, making final cost 23.515. Life support cost should be 0.

Page 246 Aconit-Class Frigate: Maintenance cost should be 5,300Lv/month. Life support cost should be 48,000Lv/month (shared staterooms).

Page 249 Kennedy: Extendable Spin Capsules cost 9MLv. Ship comfort rating should be [-1 for Shared staterooms at Weak (Spin capsules, 15m radius, 3 RPM, 0.15G) Gravity +1 for Library + 1 for Recreational facilities =] +1 . Cost of the Recreational Facilities should be 0.5MLv. Cost of the Library should be 4MLv. Cost of the computer should be 5. Maintenance cost should be 38,000/month. Life support cost should be 138,000Lv/month (shared staterooms).

Page 256 Space Stations: Operations, Habitation, Power Module: Remove the word ‘Standard’ for Streamlining. Change the last line of each table to read ‘Total Tonnage and Cost’. Size (tons) of the Operations module is 30. The cost of the computer should be 2 MLv and the cockpit 0.2 MLv. On the Habitations Module the cost of the computer should be 2 MLv and the cockpit 0.2 MLv. On the Operations Module the cost of the computer should be 2 MLv not 0.15 and the cockpit 0.2 MLv. Life support cost for the Operations module should be 8,000Lv/month, Habitation module should be 12,000Lv/month, 0 for Power module.

Page 261 Under Dead Glider: Remove: Requires Vessel/Small Craft Proficiency and Pilot Skill’

Page 261 Under Powered Landing (Atmosphere): Remove: ‘Requires Vessel/Small Craft Proficiency and Pilot Skill’

Page 290 Bibliography: 2300AD Bibliography: ‘Kaefer Sourcebook’ and ‘Kaefer Dawn’ should read ‘Kafer Sourcebook’ and ‘Kafer Dawn’ respectively.